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ABSTRACT

"Stratagem" is an abstract simulation of international conflict. The player controls a country in a specific historical period and uses its resources to accomplish certain objectives. Victory points are earned by reaching these objectives. The player with the most victory points at the end of the game wins. The game is designed for large, introductory history courses at the college level, and is suitable for students who have no experience in this type of activity. Historical simulations illustrate the role of hindsight in studying the past. Students assume the role of historical figures and attempt to solve the kinds of problems their counterparts faced. Game techniques allow players to manipulate this model to explore decision-making alternatives and gather information. The paper considers 11 elements: (1) "Introduction"; (2) "How to Start Play"; (3) "How to Play"; (4) "Resource Factors"; (5) "Conflict Resolution"; (6) "Presence"; (7) "Diplomacy"; (8) "How to Win"; (9) "Notes"; (10) "Optional Rules"; and (11) "Optional Combat System." The paper provides an example of play, an instructor's guide, and four historical scenarios with instructions. (BT)

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Stratagem.

Peter L. de Rosa

SO 031 892

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STRATAGEM

INTRODUCTION

Stratagem is an abstract simulation of international conflict. You control a country in a specific historical period and use its resources to accomplish certain objectives. You earn Victory Points by reaching these objectives. The player with the most Victory Points at the end of the game wins.

HOW TO START PLAY

The class is divided into groups. Each group has a moderator who runs the game and does the record-keeping for that group. Each remaining student takes a country. The moderator and the players receive Scenario Instructions.

HOW TO PLAY

Stratagem is played in Game-turns. A Game-turn proceeds as follows:

First, up to 10 minutes per turn are allocated for negotiation among the players. Then the first player receives Resource Factors (RFs) and deploys them. The number of RFs each player receives is specified in the Scenario Instructions. The player then conducts attacks against other players' RFs. This completes the player's turn.

The remaining players receive RFs, deploy RFs, and then make attacks with their RFs in the sequence given in the Scenario Instructions.

When all of the players have taken their turns, one Game-turn has been completed.

Each game lasts for a specified number of Game-turns. The game is over after all of these have been completed. The players total their Victory Points and the winner is determined.

RESOURCE FACTORS

Resource Factors (RFs) represent a country's military, political, diplomatic and economic strength, and its willingness to use it. RFs are similar to the pieces in *Risk*™ and checkers.

Your goal is to attain the objectives listed for your country in the Scenario Instructions. You do this by deploying RFs. Each turn you will receive a certain number of RFs. You then deploy your RFs wherever you wish. You may deploy RFs in your own country, another player's country, or in a territory not represented by a player. You must deploy all RFs received on that turn in that turn. After deployment, you cannot move RFs. You cannot give them to another player. After deployment you may use your RFs to attack RFs belonging to another player.

To deploy RFs, tell the moderator where you want to put them. The moderator will then record your deployments on the Scenario Chart in accordance with your instructions.

CONFLICT RESOLUTION

After placing RFs, you can use them to attack your opponents. These attacks represent everything from simple threats to major invasions. Attacking is never required. Attacks can be made when

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you and another player have RFs in the same country or territory. You attack by first indicating your target (the defender). Both you and the defender then remove an equal number of RFs. You decide how many RFs are removed. The moderator records these activities on the Scenario Chart.

After you are finished with this attack, you may attack a different opponent's RFs in that territory if you have any RFs left there. You may attack in as many countries or territories as you wish, as long as you have RFs in them.

PRESENCE

You have a Presence in a country or territory when you have at least 5 RFs there at the end of the game. A Presence represents situations such as trade agreements, spheres of influence, alliances, satellites, or annexations. More than one player can have a Presence in a country or territory.

You usually achieve Victory Points by obtaining a Presence in certain countries or territories. Sometimes you can earn Victory Points by preventing a Presence. You can never have more than one Presence anywhere. The Victory Points for an objective depend on its historical importance to the country involved.

DIPLOMACY

You cannot win *Stratagem* unless you negotiate with the other players. Whoever makes the best deals usually wins. However, trust no one! Lies, betrayals, threats, broken deals, and bluffs are all allowed and encouraged. It is recommended that you look through Machiavelli's *The Prince* before the exercise.

HOW TO WIN

A game of *Stratagem* normally lasts 6 Game-turns, unless specified otherwise in the scenario. After the last Game-turn, the players compare their RF deployments with their objectives listed in the Scenario Instructions to determine their Victory Points. More than one player can receive Victory Points for a territory. The player with the most Victory Points at the end wins.

NOTES

Stratagem offers scenarios that cover historical eras from the Age of Discovery through World War II.

Scenario Instructions include a list of player countries in the scenario, game-length, historical information, and a Scenario Chart.

Stratagem was inspired by James F. Dunnigan's *Origins of World War I* (found in Sid Sackson's *A Gamut of Games*, 1969) and *Origins of World War II* (The Avalon Hill Game Co., 1971). Both are highly recommended for the classroom.

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OPTIONAL RULES

Any of the following can be used either singly or in combinations. Make sure everyone knows which rules are being used in a particular game.

RFs can be deployed simultaneously. The players write their deployments out and give them to the moderator who will record all of them at that time. Resolve conflict in the normal player-order. Repeat this each turn.

Players can communicate with each other only through written messages.

Normally, one player controls one country. To simulate the problems some countries have in making decisions, more than one player can be assigned to a democracy, or to a nation where internal disunity was a significant factor.

The instructor can require all players to record their diplomatic contacts with other players. They are collected at the end of the game. Information from these records (documents) can be surprising.

Any game can be lengthened beyond 6 turns at the instructor's discretion.

If a player has a Presence in your home country, you must remove that Presence before attacking him elsewhere.

If one player has 10 RFs in a territory, and no other player has any RFs there at all, then the first one has Control of that territory and no player can deploy RFs there for the rest of the game. Two players can agree to split Control of a territory, but they must both establish Presences there on the same Game-turn. Both players get Victory Points in this situation.

An attacker loses one less RF in an attack than the defender. For example, the attacker could destroy 4 defending RFs, while losing only 3.

OPTIONAL COMBAT SYSTEM

To make Conflict Resolution more unpredictable, resolve attacks as follows:

After RF deployment, the attacker identifies the defender. The number of the attacker's RFs is compared to the number of the defender's RFs and the odds are computed. Divide the number of the Attacker's RFs by the number of the Defender's RFs to get a ratio. For example, 10 RFs attacking 5 RFs would be 2 to 1. Always drop fractions. For example, 14 RFs against 5 RFs would still be 2 to 1. 15 vs. 5 would be 3 to 1.

After computation, roll a die and resolve attacks on the following table:

Die Roll	1-2	1-1	2-1	3-1	4-1	5-1+
1	X	D	D	D	D	D
2	X	X	D	D	D	D
3	X	X	X	D	D	D
4	A	X	X	X	D	D
5	A	X	X	X	X	D
6	A	A	X	X	X	X

D=all defending RFs are removed from the territory. all attacking RFs remain.
X=an equal number of attacking and defending RFs are removed from the territory.
A=all attacking RFs are removed from the territory. all defending RFs remain.

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Example of Play

After several Game-turns, the situation on the Scenario Chart looks like this:

	Ariel	Beauregard	Chas	Dirk
Xenophobia	5	10	8	5
Yurt	6		2	5
Zen		5		11

Ariel gets 10 RFs per turn. He puts 5 in Xenophobia and 5 in Yurt:

Xenophobia	**10**	10	8	5
Yurt	**11**		2	5
Zen		5		11

Ariel then attacks Beauregard in Xenophobia with 5 RFs (each loses 5 RFs) and Chas in Yurt with 2 RFs:

Xenophobia	**5**	**5**	8	5
Yurt	**9**		**0**	5
Zen		5		11

Ariel next attacks Chas in Xenophobia with 2 RFs. (remove 2 RFs from each):

Xenophobia	**3**	5	**6**	5
Yurt	9			5
Zen		5		11

Now is Beauregard's turn. He gets 15 RFs. He puts 4 in Yurt and 11 in Zen:

Xenophobia	3	5	6	5
Yurt	9	**4**		5
Zen		**16**		11

Beauregard then attacks Ariel in Yurt with 4 RFs, and Dirk in Zen with 11:

Xenophobia	3	5	6	5
Yurt	**5**	**0**		5
Zen		**5**		**0**

Chas now receives 20 RFs. He puts them in Xenophobia:

Xenophobia	3	5	**26**	5
Yurt	5			5
Zen		5		

Chas attacks Dirk with 5 RFs, and then Beauregard with 5 RFs, all in Xenophobia:

Xenophobia	3	**0**	**16**	**0**
Yurt	5			5
Zen		5		

If this were the end of the game, Chas would have a Presence in Xenophobia, Ariel and Dirk would have Presences in Yurt, and Beauregard would have one in Zen.

STRATAGEM

Instructor's Guide

Stratagem is an abstract simulation of international conflict. It is designed for large, introductory history courses at the college level, and is suitable for students who have no experience in this type of activity.

Simulations are used widely today as a means of analyzing certain problems. They are based on some type of model that represents the key elements of a situation. Game techniques allow players to manipulate this model in order to explore decision-making alternatives and gather information.

Historical simulations illustrate the role of hindsight in studying the past. Students assume the role of historical figures and attempt to solve the kinds of problems that their counterparts faced. Simulations also offer another means of presenting historical information and reinforcing course material.

Using *Stratagem*

To utilize *Stratagem* in your class, the following steps should be taken:

1. After choosing a scenario, distribute the rules and other supporting materials, such as maps, well in advance. Tell the students that they should read the rules, look over the scenario's chronology to understand the scenario's setting, and become familiar with the terminology employed. Reassure them that it is not necessary to understand how the game is played just yet. Remember that most people learn games by playing them, not by reading the rules.

2. Introduce them to simulations by explaining what they are and how they are used in military, business, and other settings.

3. Review the rules and walk them through the scenario.

4. Conduct a dry run by having volunteers play two or three turns in front of the class. Record their moves on a blackboard and point out historical similarities.

5. Divide the class into groups. Appoint a moderator for each.

6. Tell each group to play one or two turns for practice to be sure that they understand game mechanics.

7. Have them play for real. This may take more than one period.

8. Close the exercise with a discussion. Summarize each group's activities and relate them to historical events. Compare their performances to their historical counterparts.

9. Grade the exercise. This encourages the students to take it somewhat seriously. Attendance, participation, and discussion are all appropriate methods. for evaluation.

More information on using *Stratagem* and other classroom simulations can be

found in Peter L. de Rosa. "Wargames in Introductory History Courses." *Games & Education* 4 (Winter 1997):4-6. It is also available at rpg.net/edu/4-1.html.

Scenario Notes

Age of Discovery

The Spanish and French players must decide whether to emphasize Europe or overseas when deploying their forces. Portugal should expand without annoying anyone else. Holland and England can work well together, but be careful. England should emulate the real life British and aim for overseas supremacy. A British win recreates this.

Wars of Religion

Spain and Austria are natural allies and must work closely together. France and the Ottomans need to recreate their historical alliance. The Lutherans and English have to play carefully and be ready to change allies if one of the other four gets too strong. A low Lutheran score means that the Reformation failed.

Balance of Power

France cannot win the game alone and needs to talk someone else into helping out. The other players have to stop this. If the other four countries unite against France, then the final winner could be anyone. A high French score means Napoleon did not meet his Waterloo.

First World War

Generally, the Dual (Germany, Austria-Hungary) and Triple (Britain, France, Russia) Alliances will be recreated. If so, one of the Allies will win. Russia can win with low-key play and some judicious double-crossing. A high score for either France or Russia probably means that World War I broke out. In this case, Western Civilization loses.

Second World War (Both scenarios)

Germany wins unless the other powers unite against Hitler. Since they usually do not, the game is almost always a German walkover, although the Soviets sometimes sneak by.

I would be interested in hearing from other instructors and designers about their experiences with *Stratagem*. I can be contacted at:

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STRATAGEM

Age of Discovery Scenario Instructions

Introduction: Players represent one of the leading colonial powers in the 1492-1763 period.

Players and Order of Play:

1. Portugal Receives 15 Resource Factors per turn
2. Spain " 20 " " " "
3. Holland " 15 " " " "
4. France " 20 " " " "
5. England " 15 " " " "

Game Length: 6 Game-turns

OBJECTIVES: (VPs=Victory Points)

Portugal

Presence in Spain 2 VPs
" " England 1 VP
" " Middle East 3 VPs
" " Latin America 5 VPs
" " Africa 4 VPs
" " India 4 VPs
" " East Asia 4 VPs
" " East Indies 2 VPs

Spain

Presence in Portugal 2 VPs
" " Holland 3 VPs
" " England 2 VPs
" " Europe 6 VPs
" " North America 1 VP
" " Caribbean 4 VPs
" " Latin America 6 VPs
" " East Asia 1 VP

Holland/the Netherlands

No Spanish, French, or English Presences in Holland 4 VPs
Presence in Europe 3 VPs
" " North America 1 VP
" " Caribbean 3 VPs
" " Latin America 2 VPs
" " Africa 2 VPs
" " India 2 VPs
" " East Asia 3 VPs
" " East Indies 5 VPs

France

Presence in Spain 2 VPs
" " Holland 3 VPs
" " Europe and having the most RFs in Europe 6 VPs
" " North America 4 VPs
" " Caribbean 3 VPs
" " Latin America 1 VP
" " Africa 3 VPs
" " India 3 VPs

England

Spain does not have a Presence in Holland 2 VPs
Spain and Holland do not have Presences in England 2 VPs
Presence in Portugal 1 VP
" " North America 6 VPs
" " Caribbean 3 VPs
" " Latin America 2 VPs
" " Africa 2 VPs
" " India 6 VPs
" " East Indies 1 VP

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Age of Discovery Scenario Chronology

Turn 1 (1492-1600)

- Age of Discovery begins with Portuguese explorations of the Atlantic and Africa.
- Columbus discovers America in 1492. Spanish conquistadors destroy the Inca and Aztec empires and colonize Latin America. They explore Florida, the southwestern USA and the Amazon River, and circumnavigate the world (Magellan's expedition).
- Portuguese colonize Brazil and construct trading posts and naval bases in Africa, the Middle East, India, East Asia, and the East Indies.
- England defeats the Spanish Armada (1588). Francis Drake explores the Pacific Ocean, but attempts to find the Northwest Passage and develop colonies in North America fail.
- Dutch Revolt starts in 1568. Holland begins trade with the East Indies, India, Guiana, and the West Indies.
- France explores the St. Lawrence River and feuds with Hapsburg rulers.

Turn 2 (1600-1630)

- Thirty Years War starts in 1618.
- Portuguese and Spanish expansion essentially halts as other powers escalate overseas operations.
- Dutch establish trading posts in Guiana, Brazil, Manhattan, the West Indies, the Guinea Coast, and Taiwan.
- England continues search for Northwest Passage. Colonies start at Barbados (1605), Jamestown (1607), Newfoundland (1610), Plymouth (1620), and Massachusetts Bay (1628, 1630). Commerce starts with India.
- France founds Quebec (1608) and begins operations in the Caribbean.

Turn 3 (1630-1660)

- Thirty Years War ends in 1648.
- Portugal retakes Dutch Brazil.
- Dutch commercial empire reaches its zenith with strong presence in Asia. Finances 'Golden Century.'
- English Civil War (1642-1649) slows expansion.
- France establishes trading posts in West Africa. Knights of Malta occupy St. Thomas.
- Sweden (Delaware Valley) and Courland (Gambia, Tobago) join colonial race.

Turn 4 (1660-1690)

- Louis XIV begins expansion in Europe (War of Devolution, 1667-68, and the Dutch War, 1672-78). French explore the Mississippi Valley and increase commercial activities in India.
- England, Denmark, Sweden, and Brandenburg establish forts on the Guinea Coast.
- England and Denmark active in the Caribbean and Java.

Turn 5 (1690-1720)

- Europe wracked by the War of the League of Augsburg (1688-97, King William's War in Americas), War of the Spanish Succession (1701-13, Queen Anne's War), and Great Northern War (1700-21).

Turn 6 (1720-1763)

- Sweden and Austria active in India. Denmark colonizes Greenland.
- Britain becomes the dominant power in North America and India after the War of the Austrian Succession (1740-48, King George's War) and Seven Years' War (1756-63, French and Indian War).
- Other empires declining.

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Age of Discovery Scenario Chart

	Portugal [15]	Spain [20]	Holland [15]	France [20]	England [15]
Portugal					
Spain					
Holland					
France					
England					
Europe					
Middle East					
North America					
Caribbean					
Latin America					
Africa					
India					
East Asia					
East Indies					

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Wars of Religion Scenario Instructions

Introduction: Players represent one of the major powers during the Wars of Religion in Reformation Europe, 1500-1650.

Players and Order of Play:

1. Spain	Receives	20	Resource	Factors	per	turn
2. Ottomans	Receive	15	"	"	"	"
3. Austria	Receives	20	"	"	"	"
4. Lutherans	Receive	15	"	"	"	"
5. France	Receives	15	"	"	"	"
6. England	"	10	"	"	"	"

Game Length: 6 Game-turns

OBJECTIVES: (VPs=Victory Points)

Spain:

No French Presence in Spain 2 VPs
Presence in France 3 VPs
" " England 4 VPs
" " Italy 4 VPs
" " Low Countries 4 VPs
" " Mediterranean 3 VPs
" " Americas 5 VPs

Ottoman Empire:

Presence in Spain 2 VPs
" " Austria 4 VPs
" " Balkans 5 VPs
" " Mediterranean 4 VPs
" " Hungary 5 VPs
" " Middle East 5 VPs

Austria:

No Ottoman Presence in Austria 5 VPs
No Lutheran Presence in North Germany 3 VPs
Presence in South Germany 5 VPs
" " Italy 4 VPs
" " Balkans 3 VPs
" " Hungary 5 VPs

Lutherans:

Presence in Austria 4 VPs
" " England 2 VPs
" " Baltic 5 VPs
No Austrian Presence in North Germany 4 VPs
Presence in North Germany 4 VPs
" " South Germany 4 VPs
" " Poland 2 VPs

France:

Presence in Spain 3 VPs
No Spanish Presence in France 4 VPs
Presence in England 3 VPs
" " South Germany 4 VPs
" " Italy 5 VPs
" " Low Countries 4 VPs
" " Americas 2 VPs

England:

Presence in France 5 VPs
No Spanish Presence in England 5 VPs
Presence in Baltic 4 VPs
" " North Germany 2 VPs
" " Low Countries 5 VPs
Presence in Americas 4 VPs

Notes: The Lutheran Player actually represents German Lutherans, Sweden, and Denmark. Austria includes her German allies. France also represents Scotland.

Special Rules: The Spanish and Austrian players cannot attack each other on turns 1 and 2. For a five-player game, combine Spain and Austria. Total their VPs and divide in half.

Wars of Religion Scenario Chronology

Turn 1	1492: Columbus discovers America. Spain captures Granada
	1509-1547: Reign of Henry VIII
1500-1525	1512: France invades Italy unsuccessfully. 1528 attempt also fails
	1514-1517: Selim the Grim overruns Middle East
	1515-1547: Reign of Francis I. Loses election for Holy Roman Emperor.
	1516-1556: Reign of Charles V
	1517: Martin Luther begins Lutheran Reformation with the 95 Theses
	1518: Khair ed-Din becomes Ottoman vassal
	1520-1566: Reign of Suleiman the Magnificent. Cooperates with France
	1521: Charles V delegates royal authority in Austria to his brother Ferdinand I
	1521: Hernan Cortes destroys the Aztec Empire
	1522: Ottomans seize Rhodes
Turn 2	1526: Turkish victory at Mohacs leads to eventual partition of Hungary with Austria
	1529: Ottomans halted at Vienna. Second invasion in 1532 also fails
1525-1550	1531: Formation of Schmalkaldic League
	1534: Francisco Pizarro overthrows the Inca Empire
	1541: John Calvin rises to power in Geneva
Turn 3	1555: Peace of Augsburg
	1556-1598: Reign of Philip II of Spain
1550-1575	1558: England loses Calais to France
	1558-1603: Reign of Elizabeth I
	1559: Treaty of Cateau-Cambresis ends war between France and Spain
	1562-1598: Huguenot Wars in France
	1565: Turks repulsed at Malta in epic siege. Ottomans retain Cyprus.
	1568-1648: The Dutch Revolt
	1571: Spanish naval victory over the Ottomans at Lepanto
	1572: St. Bartholomew's Eve Massacre
Turn 4	1580: Union of Spain and Portugal
	1588: England (with help from the weather) defeats the Spanish Armada
1575-1600	1589-1610: Reign of Henry IV. Philip II tries to prevent Henry's accession
	1598: Edict of Nantes
Turn 5	1603: James VI of Scotland becomes king of England as James I
	1605: England colonizes Barbados
1600-1625	1607: English settle Jamestown, then Plymouth (1620) and Massachusetts Bay (1628-30)
	1607: Armistice in Dutch Revolt. Hostilities resume in 1620
	1608: Founding of Quebec
	1610-1643: Reign of Louis XIII, with Cardinal Richelieu as chief minister
	1611: King James Bible
	1618: Thirty Years War begins with Bohemian Revolt
	1625: Denmark enters Thirty Years War
Turn 6	1630: Sweden enters Thirty Years War
	1633: Trial of Galileo
1625-1650	1634: France enters Thirty Years War on antiHapsburg side
	1640: Richelieu subsidizes revolts in Portugal and Aragon against Spain
	1642-1649: English Civil War. Oliver Cromwell in power until 1658
	1648: Peace of Westphalia ends Thirty Years War. Dutch gain independence
	1659: Peace of the Pyrennes ends Franco-Spanish conflict

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Wars of Religion Scenario Chart

	Spain [20]	Ottomans [15]	Austria [20]	Lutherans [15]	France [15]	England [10]
Spain						
Ottomans						
Austria						
Lutherans						
France						
England						
Baltic						
North Germany						
South Germany						
Poland						
Italy						
Balkans						
Low Countries						
Mediterranean						
Hungary						
Americas						
Middle East						

STRATAGEM

Balance of Power Scenario Instructions

Introduction: Players represent one of the five major European powers during the Age of Reason, 1650-1815.

Players and Order of Play:

1. Russia — Receives 10 Resource Factors per turn
2. Austria — " 15 " " " "
3. Prussia — " 15 " " " "
4. France — " 25 " " " "
5. Britain — " 20 " " " "

Game Length: 6 Game-turns

OBJECTIVES: (VPs=Victory Points)

Russia:

Presence in Baltic 5 VPs
" " Poland 5 VPs
" " North Germany 4 VPs
" " Balkans 6 VPs
" " Americas 1 VP
" " Asia 4 VPs

Austria:

Presence in Poland 4 VPs
" " North Germany 3 VPs
" " South Germany 6 VPs
" " Low Countries 3 VPs
" " Italy 4 VPs
" " Balkans 5 VPs

Prussia:

Presence in Baltic 5 VPs
" " Poland 4 VPs
" " North Germany and more RFs there than any other nation 6 VPs
" " South Germany 5 VPs
" " Low Countries 2 VPs
No other nation has a Presence in Prussia 3 VPs

France:

Presence in Poland 1 VP
" " North Germany 3 VPs
" " South Germany 4 VPs
" " Low Countries 4 VPs
" " Italy 4 VPs
" " Iberia 4 VPs
" " Americas 2 VPs
" " Asia 2 VPs
" " Africa 1 VP

Great Britain:

Presence in Baltic 3 VPs
" " North Germany 3 VPs
" " Low Countries 3 VPs
" " Iberia 2 VPs
" " Americas 5 VPs
" " Asia 4 VPs
" " Africa 2 VPs
No French Presence in Low Countries 3 VPs

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Balance of Power Scenario Chronology

Turn 1	1643-1715: Reign of Louis XIV
	1652-54, 1665-67, 1672-74: Anglo-Dutch Naval Wars
1650-1680	1658: Oliver Cromwell dies. Stuart Restoration in 1660
	1659: Peace of the Pyrennes ends war between France and Spain.
	1667-68: War of Devolution: France vs. Sweden, the Netherlands, England, Spain
	1672-78: The Dutch War: France vs. Anglo-Dutch coalition
Turn 2	1681: France annexes Strasbourg
	1683: Ottoman attack on Vienna fails. Austria and Russia begin taking Turkish land.
1680-1710	1685: Revocation of the Edict of Nantes
	1687: Hungary becomes part of Austria
	1688-89: Glorious Revolution in England
	1688-97: War of the League of Augsburg. (King William's War in Americas)
	1689-1725: Reign of Peter the Great. Military activity in Central Asia and Siberia
	1694: Voltaire born.
	1700-21: Great Northern War: Sweden vs. Russian-led coalition. St. Petersburg built
	1701: Elector of Brandenburg becomes Frederick I, King of Prussia
	1701-13: War of the Spanish Succession. (Queen Anne's War in Americas)
	1707: Union of England and Scotland creates Great Britain
Turn 3	1713: Peace of Utrecht
	1713: Pragmatic Sanction. Maria Theresa becomes Austrian Empress
1710-1740	1715: Attempted Stuart Restoration by James III fails, as does Charles' 1745 attempt
	1727: Kiakhtu Treaty between Russia and China
	1731-35: War of the Polish Succession: France vs. Austria and Russia
	1735-39: Russia reaches Black Sea region after war with the Ottomans
Turn 4	1740-80: Reign of Maria Theresa
	1740-86: Reign of Frederick the Great
1740-1770	1740-48: War of the Austrian Succession (King George's War in Americas)
	1741: Bering reaches Alaska. Russian settlements follow in 1791
	1756-63: Seven Years' War. (French and Indian War). British take Quebec and India.
	1762-96: Reign of Catherine the Great
	1768-74 and 1787-92: Russo-Turkish Wars
Turn 5	1772: 1st Polish Partition. Two more in 1793 and 1795 erase Poland from the map.
	1774: Russia becomes protector of Orthodox Christians in Balkans
1770-1800	1775-83: American Revolution. France, the Netherlands and Spain help colonists.
	1778-79: War of the Bavarian Succession: Austria vs. Prussia
	1789: French Revolution begins
	1792-95: National Convention. French Revolutionary Wars start. Reign of Terror
	1795-99: Directory rules France. Napoleon in Italy
	1799: Napoleon becomes First Consul. Crowned Emperor in 1804
Turn 6	1805: Austerlitz. Trafalgar
	1807: France and Russia divide Europe in Treaty of Tilsit. Holy Roman Empire ends
1800-1815	1808: Peninsular Campaign begins.
	1812: Napoleon invades Russia
	1814: Napoleon exiled to Elba after a series of defeats. Congress of Vienna starts
	1815: The Hundred Days. Waterloo ends Napoleon's return. Exiled to St. Helena

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Balance of Power Scenario Chart

	Russia [10]	Austria [15]	Prussia [15]	France [25]	Britain [20]
Russia					
Austria					
Prussia					
France					
Britain					
Baltic					
Poland					
North Germany					
South Germany					
Low Countries					
Italy					
Balkans					
Iberia					
Americas					
Asia					
Africa					

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First World War Scenario Instructions

Introduction: Players represent one of the five major European powers in the era preceding World War I, 1871-1914.

Players and Order of Play:

1. Britain Receives 20 Resource Factors per turn
2. Germany " 20 " " " "
3. France " 15 " " " "
4. Austria " 10 " " " "
5. Russia " 10 " " " "

Game Length: 6 Game-turns

Objectives:

Britain: Presence in France 4 Victory Points (VPs)
" " Russia 3 VPs
" " Balkans 1 VP
" " Italy 2 VPs
" " USA 2 VPs
" " East Asia 3 VPs
" " Middle East 3 VPs
" " Africa 2 VPs

Germany: Presence in Austria 5 VPs
" " Russia 4 VPs
" " Italy 1 VP
" " East Asia 1 VP
" " Middle East 2 VPs
" " Africa 2 VPs
If France has no Presence in Russia 5 VPs

France: Presence in Britain 5 VPs
" " Russia 5 VPs
" " Italy 2 VPs
" " Africa 4 VPs
If Germany has no Presence in Russia 4 VPs

Austria: Presence in Germany 5 VPs
" " Russia 3 VPs
" " Balkans 6 VPs
" " Italy 3 VPs
If Russia has no Presence in France 3 VPs

Russia: Presence in Britain 3 VPs
" " France 5 VPs
" " Balkans 6 VPs
" " Italy 1 VP
" " East Asia 2 VPs
" " Middle East 3 VPs

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First World War Scenario Chronology

Turn 1:	1871	Franco-Prussian War ends
	1873	Three Emperors' League: Germany, Austria-Hungary, and Russia
1871-79	1875	Bosnia-Herzegovina rebels against Ottomans. Other areas follow
	1877-78	Russo-Turkish War
	1878	Treaty of San Stefano. Congress of Berlin. Three Emperors' League ends
	1879	Dual Alliance between Germany and Austria-Hungary
Turn 2:	1881	Three Emperors' League returns. France annexes Tunisia
	1882	Italy joins Dual Alliance to form Triple Alliance
1879-86	1885-87	Bulgarian Crisis
Turn 3:	1887	Three Emperors' League ends. Reinsurance Treaty between Germany and Russia. Britain, Italy, and Russia sign Mediterranean Agreement
1886-93	1890	Bismarck resigns. William II lets Reinsurance Treaty lapse. Anglo-German Treaty
	1890s	French loans to Russia
Turn 4:	1894	Franco-Russian Military Convention
	1895	Jameson Raid
1893-1900	1898	Fashoda Crisis
	1899	Berlin-Baghdad Railway Concession
	1899-1902	Boer War
Turn 5:	1902	Anglo-Japanese Alliance. Franco-Italian Agreement
	1904	Entente Cordiale between France and Britain
1900-1907	1904-5	Russo-Japanese War
	1905-6	First Moroccan Crisis
	1907	Anglo-Russian Accord
Turn 6:	1908	Austria annexes Bosnia-Herzegovina
	1909	Racconigi Agreement between Italy and Russia
1907-14	1911	Second Moroccan Crisis
	1911-12	Tripolitanian War
	1912-13	1st Balkan War
	1913	2nd Balkan War
	1914	Sarajevo
	1914-18	World War I
	1919	Treaty of Versailles

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First World War Scenario Chart

	Britain [20]	Germany [20]	France [15]	Austria [10]	Russia [10]
Britain					
Germany					
France					
Austria					
Russia					
Balkans					
Italy					
USA					
East Asia					
Middle East					
Africa					

STRATAGEM

Second World War Scenario Instructions

Introduction: Players represent one of the major European powers during the Appeasement period, 1931-1940.

Players and Order of Play:

1. Italy Receives 10 Resource Factors per turn
2. France " 15 " " " "
3. Britain " 20 " " " "
4. Germany " 25 " " " "
5. USSR " 15 " " " "

Game Length: 6 Game-turns

OBJECTIVES: (VPs=Victory Points)

Italy:
- Presence in France 2 VPs
- " " Britain 2 VPs
- " " Germany 4 VPs
- " " Austria 4 VPs
- " " Czechoslovakia 4 VPs
- " " Balkans 5 VPs
- " " Spain 3 VPs
- " " Ethiopia 4 VPs
- " " Japan 2 VPs

France:
- Presence in Italy 3 VPs
- " " Britain 5 VPs
- " " USSR 2 VPs
- " " Rhineland 4 VPs
- " " Austria 2 VPs
- " " Czechoslovakia 4 VPs
- " " Poland 4 VPs
- " " Balkans 2 VPs
- " " Spain 2 VPs
- " " Ethiopia 2 VPs

Britain:
- Presence in Italy 3 VPs
- " " France 5 VPs
- " " USSR 2 VPs
- " " Baltic States 2 VPs
- " " Czechoslovakia 4 VPs
- " " Poland 4 VPs
- " " Balkans 2 VPs
- " " Spain 2 VPs
- " " Ethiopia 2 VPs
- " " USA 4 VPs

Germany:
- Presence in Italy 3 VPs
- " " USSR 2 VPs
- " " Rhineland 5 VPs (must be exclusive)
- " " Austria 5 VPs (must be exclusive)
- " " Baltic States 2 VPs
- " " Czechoslovakia 4 VPs
- " " Poland 4 VPs
- " " Balkans 1 VP
- " " Spain 1 VP
- " " Japan 3 VPs

USSR:
- Presence in France 3 VPs
- " " Britain 3 VPs
- " " Germany 4 VPs
- " " Baltic States 5 VPs
- " " Czechoslovakia 3 VPs
- " " Poland 4 VPs
- " " Balkans 5 VPs
- " " Spain 3 VPs

Special Rules: Germany has an exclusive Presence in a territory if no other country has RFs in that territory. Once this happens, no further RF deployment occurs there.
If Germany wins decisively, World War II starts! Everyone loses.

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Second World War Scenario Chronology

Turn 1:	1931	Japan invades Manchuria
	1933	Adolf Hitler becomes Chancellor of Germany. Demands revision of Versailles.
1931-34		Withdraws from League of Nations
	1933	Four Power Pact: Britain, France, Italy, Germany
	1934	Nazi coup in Austria fails
Turn 2:	1935	Saar returns to Germany
	1935	Hitler announces German rearmament and creation of the Luftwaffe
1935	1935	Stresa Conference: Britain, France, Italy
	1935	Soviet treaties with France and Czechoslovakia
	1935	Anglo-German Naval Agreement
	1935	First USA Neutrality Act
	1935	Italy invades Ethiopia
Turn 3:	1936	Germany remilitarizes the Rhineland. Italy and West protest
	1936	Ethiopian war ends
1936	1936	Spanish Civil War begins
	1936	Rome-Berlin Axis
	1936	German-Japanese Anti-Comintern Pact
Turn 4:	1937	Anglo-Italian Mediterranean Treaty
	1937	Hitler repudiates War Guilt Clause (Article 231) in Treaty of Versailles
1937	1937	Britain makes military guarantees to France and Belgium
	1937	Japan invades China
	1937	Sudeten Germans demand autonomy
	1937	Italy joins Anti-Comintern Pact. Leaves League of Nations
Turn 5:	1938	France reaffirms commitments to Soviet Union and Czechoslovakia
	1938	Anschluss
1938	1938	USSR reguarantees France and Czechoslovakia. Signs treaty with Romania
	1938	Hitler mobilizes military and demands self-determination for the Sudetenland
	1938	Hitler claims Sudetenland, but promises it is his last territorial demand in Europe
	1938	Munich Conference. Czech land given to Germany, Poland, and Hungary
Turn 6:	1939	Hitler demands return of Danzig
	1939	Prague Crisis. Britain renounces guarantees to Czechoslovakia
1939-1940	1939	Germany acquires Memel from Lithuania
	1939	Spanish Civil War ends. Franco joins Anti-Comintern Pact
	1939	Britain and France guarantee Poland
	1939	Italy invades Albania
	1939	Poland rejects German demands for Danzig and Polish Corridor rights
	1939	Hitler-Stalin Pact divides Eastern Europe
	1939	September 1: World War II starts with German invasion of Poland
	1939	September 3: Britain and France declare war on Germany
	1940	Germany and USSR divide Poland
	1940	Soviets occupy Estonia, Latvia, and Lithuania, and invade Finland

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Second World War Scenario Chart

	Italy [10]	France [15]	Britain [20]	Germany [25]	USSR [15]
Italy					
France					
Britain					
USSR					
Germany					
Baltic States					
Rhineland					
Austria					
Czechoslovakia					
Poland					
Balkans					
Spain					
Ethiopia					
Japan					
USA					

STRATAGEM

Second World War Scenario Instructions

Introduction: Players represent one of the major powers during the Appeasement period, 1931-1940.

Players and Order of Play:

1. USA	Receives	10	Resource	Factors	per	turn
2. Italy	"	10	"	"	"	"
3. France	"	15	"	"	"	"
4. Britain	"	20	"	"	"	"
5. Germany	"	25	"	"	"	"
6. USSR	"	15	"	"	"	"

Game Length: 6 Game-turns

OBJECTIVES: (VPs–Victory Points)

USA:
No nation has more than 15 VPs at game's end 6 VPs
No nation has a Presence in:
Italy 4 VPs
Baltic States 3 VPs
Czechoslovakia 4 VPs
Poland 5 VPs
Balkans 3 VPs
Japan 5 VPs

Italy:
Presence in France 2 VPs
" " Britain 2 VPs
" " Germany 4 VPs
" " Austria 4 VPs
" " Czechoslovakia 4 VPs
" " Balkans 5 VPs
" " Spain 3 VPs
" " Ethiopia 4 VPs
" " Japan 2 VPs

France:
Presence in Italy 3 VPs
" " Britain 5 VPs
" " USSR 2 VPs
" " Rhineland 4 VPs
" " Austria 2 VPs
" " Czechoslovakia 4 VPs
" " Poland 4 VPs
" " Balkans 2 VPs
" " Spain 2 VPs
" " Ethiopia 2 VPs

Britain:
Presence in USA 4 VPs
" " Italy 3 VPs
" " France 5 VPs
" " USSR 2 VPs
" " Baltic States 2 VPs
" " Czechoslovakia 4 VPs
" " Poland 4 VPs
" " Balkans 2 VPs
" " Spain 2 VPs
" " Ethiopia 2 VPs

Germany:
Presence in Italy 3 VPs
" " USSR 2 VPs
" " Baltic States 2 VPs
" " Rhineland 5 VPs (must be exclusive)
" " Austria 5 VPs (must be exclusive)
" " Czechoslovakia 4 VPs
" " Poland 4 VPs
" " Balkans 1 VP
" " Spain 1 VP
" " Japan 3 VPs

USSR:
Presence in France 3 VPs
" " Britain 3 VPs
" " Germany 4 VPs
" " Baltic States 5 VPs
" " Czechoslovakia 3 VPs
" " Poland 4 VPs
" " Balkans 5 VPs
" " Spain 3 VPs

Special Rules: Germany has an exclusive Presence in a territory if no other country has RFs in that territory. Once this happens, no further RF deployment occurs there.
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Second World War Scenario Chronology

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1937	1937	Britain makes military guarantees to France and Belgium
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Turn 5:	1938	France reaffirms commitments to Soviet Union and Czechoslovakia
	1938	Anschluss
1938	1938	USSR reguarantees France and Czechoslovakia. Signs treaty with Romania
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	1938	Munich Conference. Czech land given to Germany, Poland, and Hungary
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	1939	Prague Crisis. Britain renounces guarantees to Czechoslovakia
1939-1940	1939	Germany acquires Memel from Lithuania
	1939	Spanish Civil War ends. Franco joins Anti-Comintern Pact
	1939	Britain and France guarantee Poland
	1939	Italy invades Albania
	1939	Poland rejects German demands for Danzig and Polish Corridor rights
	1939	Hitler-Stalin Pact divides Eastern Europe
	1939	September 1: World War II starts with German invasion of Poland
	1939	September 3: Britain and France declare war on Germany
	1940	Germany and USSR divide Poland
	1940	Soviets occupy Estonia, Latvia, and Lithuania, and invade Finland

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Second World War Scenario Chart

	USA [10]	Italy [10]	France [15]	Britain [20]	Germany [25]	USSR [15]
USA						
Italy						
France						
Britain						
Germany						
USSR						
Baltic States						
Rhineland						
Austria						
Czecho-slovakia						
Poland						
Balkans						
Spain						
Ethiopia						
Japan						

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